

Amendment to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claims 1-40 (cancelled).

41 (new). A gaming method comprising:

receiving a wager from a player;

displaying an image representing a game;

determining if an event has occurred;

displaying a matrix including a plurality of spaces if the event has occurred, fewer than all of the plurality of spaces having a trivia topic associated therewith;

receiving a selection of a space having a trivia topic associated therewith;

selecting a trivia question according to the trivia topic associated with the space selected;

displaying the trivia question and a plurality of possible answers to the trivia question;

receiving a selection of one of the plurality of possible answers from the player;

determining if the one of the plurality of possible answers is correct; and

providing an award if the one of the plurality of possible answers is correct.

42 (new). The gaming method of claim 41 wherein the displaying a matrix including a plurality of spaces if the event has occurred further comprises displaying a matrix including a plurality of spaces automatically if the event has occurred.

43 (new). The gaming method of claim 41 wherein the displaying a matrix including a plurality of spaces if the event has occurred further comprises displaying a matrix including a plurality of spaces if the event has occurred and a selection to proceed is received.

44 (new). The gaming method of claim 41 wherein the selecting the trivia question according to the trivia topic associated with the space selected further comprises randomly selecting the trivia question according to the trivia topic associated with the space selected.

45 (new). The gaming method of claim 41 further comprising:
providing a pass for use in lieu of a selection of one of the plurality of possible answers.

46 (new). The gaming method of claim 41 further comprising:
providing a pass for use in lieu of a selection of one of the plurality of possible answers in exchange for one of an amount of money and a number of game credits.

47 (new). The gaming method of claim 41 further comprising:
accepting a pass in lieu of a selection of one of the plurality of possible answers.

41 48 (new). The gaming method of claim 41 further comprising:
receiving a selection of one of the plurality of possible answers from another player.

49 (new). The gaming method of claim 41 further comprising:
displaying another matrix including another plurality of spaces with associated trivia topics if the one of the plurality of possible answers is correct.

50 (new). The gaming method of claim 41 further comprising:
receiving a selection of another space having another trivia topic associated therewith;
selecting another trivia question according to the another trivia topic associated with the space selected;
displaying the another trivia question and another plurality of possible answers to the another trivia question.

51 (new). The gaming method of claim 41 further comprising:
providing an award after receiving correct answers associated with more than one trivia topic.

52 (new). The gaming method of claim 41 further comprising:
providing an award after receiving correct answers associated with a plurality of trivia topics, the plurality of trivia topics associated with spaces defining an arrangement.

53 (new). The gaming method of claim 52 wherein the arrangement is along one of a vertical, a horizontal and a diagonal direction.

54 (new). The gaming method of claim 41 further comprising:
positioning a correct answer indicium in the space selected if the one of the plurality of possible answers is correct.

55 (new). The gaming method of claim 41 further comprising:
positioning an incorrect answer indicium in the space selected if the one of the plurality of possible answers is incorrect.

56 (new). The gaming method of claim 41 wherein the receiving a wager further comprises receiving a wager via one of a coin acceptor, a bill receiver and a card reader.

57 (new). The gaming method of claim 41 wherein the determining if an event has occurred further comprises determining if an event has occurred wherein the event comprises one of a combination of reels, a hand in video poker and a hand in video blackjack.

58 (new). The gaming method of claim 41 wherein the displaying an image representing a game further comprises displaying an image representing one of a video slot game, a video poker game, a video blackjack game, a video Keno game, and a video bingo game.

59 (new). A gaming system comprising:
a display unit;
a wager input device; and
at least one processing unit operably coupled to the display device, the wager input device and a memory,
the at least one processing unit receiving a wager via the wager input device from a player;
the at least one processing unit causing the display unit to display an image representing a game;
the at least one processing unit determining if an event has occurred;
the at least one processing unit causing the display unit to display a matrix including a plurality of spaces if the event has occurred, fewer than all of the plurality of spaces having a trivia topic associated therewith;
the at least one processing unit receiving a selection of a space having a trivia topic associated therewith;
AI the at least one processing unit selecting a trivia question according to the trivia topic associated with the space selected;
the at least one processing unit causing the display unit to display the trivia question and a plurality of possible answers to the trivia question;
the at least one processing unit receiving a selection of one of the plurality of possible answers from the player;
the at least one processing unit determining if the one of the plurality of possible answers is correct; and
the at least one processing unit providing an award if the one of the plurality of possible answers is correct.

60 (new). The gaming system of claim 59 wherein the at least one processing unit automatically causing the display unit to display a matrix if the event has occurred.

61 (new). The gaming system of claim 59 wherein the at least one processing unit automatically causing the display unit to display a matrix if the event has occurred and a selection to proceed is received.

62 (new). The gaming system of claim 59 further comprising the at least one processing unit randomly selecting the trivia question according to the trivia topic associated with the space selected.

63 (new). The gaming system of claim 59 further comprising the at least one processing unit providing a pass for use in lieu of receiving a selection of one of the plurality of possible answers.

64 (new). The gaming system of claim 59 further comprising the at least one processing unit providing a pass for use in lieu of a selection of one of the plurality of possible answers in exchange for one of an amount of money and a number of game credits.

65 (new). The gaming system of claim 59 further comprising the at least one processing unit accepting a pass in lieu of a selection of one of the plurality of possible answers.

66 (new). The gaming system of claim 59 further comprising the at least one processing unit receiving a selection of one of the plurality of possible answers from another player.

67 (new). The gaming system of claim 59 further comprising the at least one processing unit displaying another matrix including another plurality of spaces with associated trivia topics if the one of the plurality of possible answers is correct.

68 (new). The gaming system of claim 59 further comprising:
the at least one processing unit receiving a selection of another space having another trivia topic associated therewith;

the at least one processing unit selecting another trivia question according to the another trivia topic associated with the space selected;

the at least one processing unit causing the display device to display the another trivia question and another plurality of possible answers to the another trivia question.

69 (new). The gaming system of claim 59 further comprising the at least one processing unit providing an award after receiving correct answers associated with more than one trivia topic.

70 (new). The gaming system of claim 59 further comprising the at least one processing unit providing an award after receiving correct answers associated with a plurality of trivia topics, the plurality of trivia topics associated with spaces defining an arrangement.

71 (new). The gaming system of claim 70 wherein the arrangement is along one of a vertical, a horizontal and a diagonal direction.

72 (new). The gaming system of claim 59 further comprising the at least one processing unit causing the display unit to display a correct answer indicium in the space selected if the one of the plurality of possible answers is correct.

A1 73 (new). The gaming system of claim 59 further comprising the at least one processing unit causing the display unit to display an incorrect answer indicium in the space selected if the one of the plurality of possible answers is incorrect.

74 (new). The gaming system of claim 59 wherein the wager input device is one of a coin acceptor, a bill receiver and a card reader.

75 (new). The gaming method of claim 59 wherein the event comprises one of a combination of reels, a hand in video poker and a hand in video blackjack.

76 (new). The gaming system of claim 75 wherein the game is one of a video slot game, a video poker game, a video blackjack game, a video Keno game, and a video bingo game.

77 (new). A gaming method comprising:
receiving a wager from a player;
displaying an image representing a game;
determining if an event has occurred;
determining if a player chooses to enter a bonus game if the event has occurred;
displaying a matrix including a plurality of spaces if the player chooses to enter a bonus game, a plurality of spaces each having a trivia topic associated therewith;
receiving a selection of a space having a trivia topic associated therewith;
selecting a trivia question according to the trivia topic associated with the space selected;
displaying the trivia question and a plurality of possible answers to the trivia question;
receiving a selection of one of the plurality of possible answers from the player;
determining if the one of the plurality of possible answers is correct; and
providing an award if the one of the plurality of possible answers is correct.

A1 78 (new). The gaming method of claim 77 wherein the selecting the trivia question according to the trivia topic associated with the space selected further comprises randomly selecting the trivia question according to the trivia topic associated with the space selected.

79 (new). The gaming method of claim 77 further comprising:
providing a pass for use in lieu of receiving the selection of one of the plurality of possible answers.

80 (new). The gaming method of claim 77 further comprising:
providing a pass for use in lieu of receiving the selection of one of the plurality of possible answers in exchange for one of an amount of money and a number of game credits.

81 (new). The gaming method of claim 77 further comprising:
accepting a pass in lieu of receiving the selection of one of the plurality of possible answers.

82 (new). The gaming method of claim 77 further comprising:
receiving a selection of one of the plurality of possible answers from another player.

83 (new). The gaming method of claim 77 further comprising:
displaying another matrix including another plurality of spaces with associated trivia topics if the one of the plurality of possible answers is correct.

84 (new). The gaming method of claim 77 further comprising:
receiving a selection of another space having another trivia topic associated therewith;
selecting another trivia question according to the another trivia topic associated with the space selected;
displaying the another trivia question and another plurality of possible answers to the another trivia question.

85 (new). The gaming method of claim 77 further comprising:
providing an award after receiving correct answers associated with more than one trivia topic.

AI 86 (new). The gaming method of claim 77 further comprising:
providing an award after receiving correct answers associated with a plurality of trivia topics, the plurality of trivia topics associated with spaces defining an arrangement.

87 (new). The gaming method of claim 86 wherein the arrangement is along one of a vertical, a horizontal and a diagonal direction.

88 (new). The gaming method of claim 77 further comprising:
positioning a correct answer indicium in the space selected if the one of the plurality of possible answers is correct.

89 (new). The gaming method of claim 77 further comprising:
positioning an incorrect answer indicium in the space selected if the one of the plurality of possible answers is incorrect.

90 (new). The gaming method of claim 77 wherein the receiving a wager further comprises receiving a wager via one of a coin acceptor, a bill receiver and a card reader.

91 (new). The gaming method of claim 77 wherein the determining if an event has occurred further comprises determining if an event has occurred wherein the event comprises one of a combination of reels, a hand in video poker and a hand in video blackjack.

Al 92 (new). The gaming method of claim 77 wherein the displaying an image representing a game further comprises displaying an image representing one of a video slot game, a video poker game, a video blackjack game, a video Keno game, and a video bingo game.
